

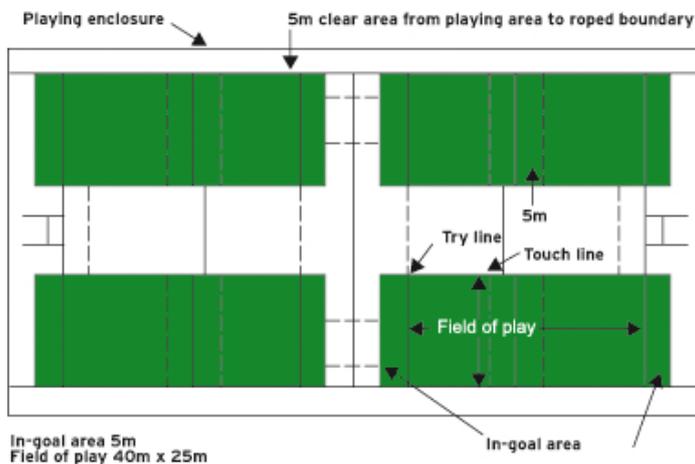
WALLA LAWS

GAME MODIFICATIONS

No change for 2009

PLAYING AREA

The maximum playing area for this age level is 50m x 25m.



PLAYING TIME

Play consists of two 15 minutes halves and a 5 minute half time break.

TEAM SIZE

A Walla team has seven (7) players. If a match is played with fewer than seven players, then teams must play with equal numbers.

BALL SIZE

The recommended ball size is 2 or 2.5 Walla.

SCORING

A try is scored when a player places the ball on or over the opponent's goal-line, and it is awarded 5 points. For safety reasons, they are not permitted to dive when scoring a try.

In Walla conversions are not permitted. Following a try, the non-scoring team restarts play with a tap restart on the halfway line.

PENALTIES AND FREE KICKS

After an infringement a penalty or free kick is awarded to the non-offending team.

In Walla, the tap-restart is the only option to proceed and it is taken by placing the ball either on the ground or in two hands and propelling it by the foot in any direction before regathering.

SUBSTITUTIONS AND REPLACEMENTS

Players may be substituted after a try is scored or at other times when the ball is dead with the permission of the referee.

There is no limit to the number of substitutions that can be made in Walla. Injured players should be replaced temporarily and returned to the field only if they are able to resume playing.

FINALS SERIES

For this age level, enjoyment is first and foremost, therefore it is not recommended to promote competition ladders, finals series and premierships.



WALLA LAWS

LAW MODIFICATIONS

WALLA TAG

To affect a tag, a defending player must contact the ball carrier with two hands on the waist or below simultaneously.

Once tagged the ball carrier must stop and either pass the ball immediately to a team-mate, or turn and set up a ball-take. If a player is tagged in the act of scoring a try, a try is awarded.

BALL TAKE

At a ball-take, the ball carrier turns and presents the ball to a team-mate who passes the ball immediately to another player.

Defending players not taking part at the ball-take must retire 5 metres and set an offside line.

SCRUM

The Walla scrum restarts the game after a minor infringement. It is non-contested which means there is no pushing and the team in possession of the ball must retain it.



Three (3) players from each team bind up as front rows and come together on the referees call – Crouch, Touch, Pause, Engage. The scrum-halves from each team stand on the mid-line of the scrum.

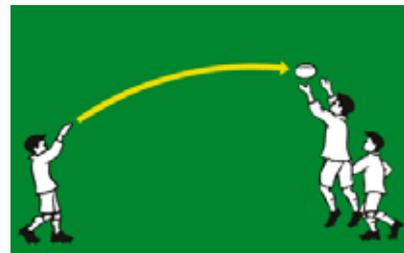
After the ball is thrown in by the scrum-half, the scrum ends when the hooker strikes it backward and the scrum-half passes the ball to a team-mate.

At the scrum the defending scrum-half must not go past the mid-line of the scrum and the defending players not taking part in the scrum must retire 5 metres from the hind most feet and set an offside line.

LINEOUT

The Walla lineout restarts the game after the ball carrier or ball goes over the sideline. It is non-contested which means there is no competing for the ball, no lifting of catchers and the team in possession of the ball must retain it.

Two (2) players from each team stand as catchers in a single line three metres away from the sideline. The thrower of the team in possession stands on the sideline at the point where the ball crossed the line.



After the ball is thrown in, the lineout ends when the ball is caught or deflected by the catchers and the scrum-half passes the ball to a team-mate.

At the scrum, the throwers immediate opponent must stand in the area between the sideline and the catchers and the defending players not taking part in the lineout must retire 5 metres and set an offside line.

KICKING

In Walla, kicking is not permitted for goal or in general play. The kick-off to begin each half is taken using a punt kick and it must travel 10 metres towards the opponent's goal-line. The receiver is to be given a 5 metre free-zone to retrieve the ball.

IN-GOAL

A 5 metre scrum is awarded to the attacking team when defending players ground the ball in-goal, make the ball dead in-goal, or are tagged in-goal.

ADVANTAGE

It is recommended the referee allow play to continue after an infringement that is followed by an obvious advantage to the non-offending team. This is called advantage and is at sole discretion of the referee.

OFFSIDE

In general play, a player is offside if they are in front of a team-mate who is carrying the ball, or if they are in front of a team-mate who last played the ball.

At the ball-take, scrum and lineout, defending players must retire to an offside line 5 metres away. A player who is offside is liable to be penalised if they take part in the game.



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